# GODLING

*Tiny Gods of Miniscule Realms*

**Habitat:** Any Nature; **Treasure:** Relics

Here and there one might find a natural feature so magical and pristine that it has its own godling. These spirits never leave their home, and so believe that they are the absolute masters of their world. Such tiny tyrants could be curious or frightful of strangers, and may demand respect from uninvited trespassers. Few know they often entwine the ambient natural power into a rare charm – a pretty pearl or engraved stone – and guard it with their lives.

## GODLING LAIRS

Godlings make their lair in the lands that gave rise to them. They are most often found in places of profound beauty, or areas that are bathed in magic.

The region containing a godling's lair is altered by its presence, creating the following effects;

***Resurgence.*** If the godling is slain, it returns to life after 1d4 days, appearing in a place of its choosing within the lair.

***Localised Power.*** While in its lair, the first time a godling casts a spell each day, it does not expend a spell slot.

### GODLING DOMAINS

| 1d6 | The Godling's Domain Is... |
|---|---|
| 1 | A small, peaceful, forest glade. |
| 2 | A damp cave with a perfectly round pool of pristine spring water at the centre. |
| 3 | A massive hollow tree with spotless, white, bark. |
| 4 | A garden of wild roses that grow in bizarre formations and have petals of an unusual colour. |
| 5 | A battlefield altar, constructed by soldiers many years ago who were desperate for deliverance. |
| 6 | The peak of a mountain that is regularly struck with lightning. |

## D6 Godling Names

| | | | | |
|---|---|---|---|---|
| 1 | Thran- | -Dag | The Wise, | Keeper of Light |
| 2 | Gorp- | -Fink | The Mighty, | Lyricist Supreme |
| 3 | Aza- | -Thorp | The Cruel, | Destroyer of Men |
| 4 | Lesh- | -Puk | The Beloved, | Bringer of Omens |
| 5 | Hral- | -Gel | The Gargantuan, | Hunter of Secrets |
| 6 | Niz- | -Anoo | The Goopy, | Inventor of Names |

## Divine Charms

Every godling has a physical object that acts as a lens through which it coalesces the divine power inherent in the place it lives. Typically this charm is a gemstone, engraved idol, or some other small trinket the godling has taken a liking to. When in the possession of a creature other than the godling, it behaves as a magic item;

**Godling's Charm**
*Wondrous Item, Rare (Requires Attunement)*

While attuned to the charm, you can cast the following spells (save DC 15) from it:

*Bestow Curse*
*Bless*
*Earthquake*
*Spike Growth*
*Plant Growth*

Once you use the charm to cast a spell, you can't cast that spell again from it until the next dawn.

# Godling

*Small Celestial, Any Alignment*

**AC** 17 **Initiative** +8 (18)
**Hit Points** 104 (16d6 + 48)
**Speed** 30 ft., Swim 50 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 8 | -1 | -1 | **DEX** 18 | +4 | +8 | **CON** 16 | +3 | +7 |
| **INT** 11 | +0 | +0 | **WIS** 16 | +3 | +7 | **CHA** 14 | +2 | +6 |

**Skills** Insight +7, Intimidation +6, Sleight of Hand +8, Stealth +12
**Resistances** One type of elemental damage (Acid, Cold, Fire, Lightning, Thunder)
**Senses** Darkvision 60 ft., Passive Perception 13
**Languages** Celestial, Druidic, Common, Sylvan
**CR** 11 (XP 7,200; PB +4)

## Traits

***Divine Charm.*** The godling has a tiny object called a Divine Charm. If the godling loses this charm, or it is destroyed, the godling cannot use Spellcasting and its Magic Resistance does not function.

***Magic Resistance.*** The godling has Advantage on saving throws against spells and other magical effects.

## Actions

***Multiattack.*** The godling makes three Scratch attacks.

***Scratch.*** *Melee Attack Roll:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage.

***Spellcasting.*** The creature casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

- At will: *Bane, Bless, Misty Step, Mold Earth*
- 3/day each: *Bestow Curse, Earthen Grasp, Longstrider, Spike Growth, Plant Growth,*
- 1/day each: *Awaken, Earthquake, Geas, Hallucinatory Terrain*

## Bonus Actions

***Nimble Escape.*** The godling takes the Disengage or Hide action.

## Reactions

***Protect the Charm.*** *Trigger*: The godling's charm is removed from its possession. *Response*: The godling immediately moves its speed towards the charm and picks it up. If it is being held by another creature, it can attempt a Sleight of Hand (DC 8 + defending creature's Strength or Dexterity Saving Throw modifier) check to take it from them.

## Legendary Actions

*Legendary Action Uses: 3. Immediately after another creature's turn, the godling can expend a use to take one of the following actions. The godling regains all expended uses at the start of each of its turns.*

***Claw.*** The godling makes a Scratch attack.

***A Quick Little Spell.*** The godling uses Spellcasting to cast one of its *at will* spells.

***Skitter.*** The godling moves up to its speed without provoking Attacks of Opportunity.

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